Check Out the Ever-Growing LEAPSTER™ Multimedia Learning System Library!

LEAPSTER™ 1st Grade

Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 action-packed learning games that teach 60 essential first grade reading and math skills! Play learning games, and you can earn tokens to race cars at the grand opening of the RC Racetrack!

LEAPSTER™ Mr. Pencil's Learn to Draw and Write

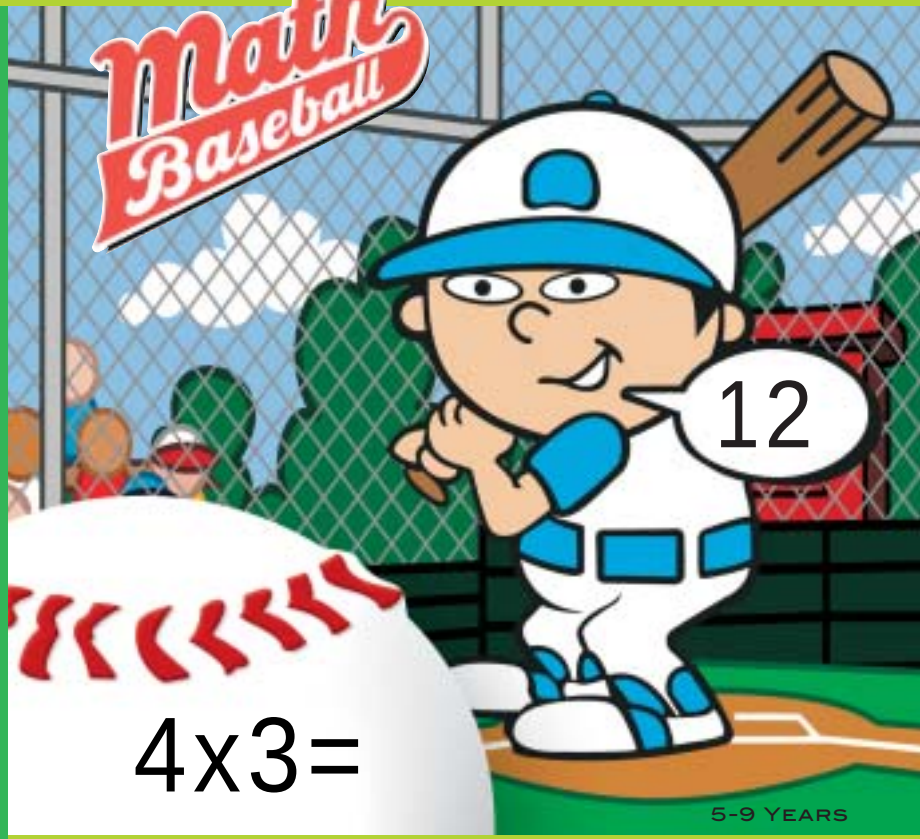
Let your imagination run wild! Mr. Pencil's Learn to Draw and Write combines over 100 step-by-step lessons with the tools to create anything you can imagine. Dozens of interactive lessons and creative tools make this an open-ended educational and creativity game that kids won't want to put down!

Available Fall 2003

LEAPSTER™ Math Baseball

It's game time, and you'll need to use your math skills to help your team win the baseball championship! Pitch, hit and field as you play 5 learning modes that automatically adjust to your skill level—to keep you learning at just the right pace! Get ready to hit a home run!

LEAPSTER™ Multimedia Learning System



Parent Guide

www.leapfrog.com

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

WELCOME TO

Math Baseball

Math Baseball combines a favorite sport with LeapFrog's proven approach to learning. The result is a powerful learning game that kids will want to take everywhere!

Getting Started

Insert the cartridge with the label side facing front. Press the On/Off button to begin.

Play Ball!

Put away those flash cards and—play ball! Math Baseball is a lively and engaging way for children to learn and increase their recall of math facts while playing America's favorite pastime.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

Check Out the Ever-Growing

LEAPSTER™

Multimedia Learning System Library!

Dora the Explorer

¡Hola! Dora and Boots are helping rescue animals, and they need your help! You can choose from 5 learning games and 3 interactive storylines that teach 45 essential pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!

Available Fall 2003

SpongeBob SquarePants™

A new restaurant in Bikini Bottom means competition for the Krusty Krab. SpongeBob™ has an idea to save the day—he'll make a new, improved Krabby Patty sauce that will win back customers! Play 5 action-packed learning games that teach 45 skills as you help SpongeBob™ collect ingredients, create the sauce, and test it on Patrick!

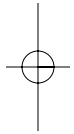
LeapSter™ Kindergarten

Welcome to Carnival Marvel! Step right up to play 6 fun-filled learning games that teach 45 essential kindergarten reading and math skills. Play learning games and you can earn tickets to buy monster parts. Then build a complete monster and teach it a silly dance so it can take the stage!

OVERVIEW

Math Baseball supports number-fact drills through12 in each of the following operations: addition, subtraction, multiplication and division. Players select the correct answer to flash card-like equations that appear on the screen. By choosing the right answer from two answer choices as quickly as they can, players advance the game. If they click on an incorrect answer, however, their team loses the play.

It's a fast-paced game that increases in speed and difficulty as players answer questions correctly, and slows down with easier problems if they answer incorrectly to allow more time for mental computation. The faster they solve equations, the faster and farther the ball travels. If players answer too slowly, the opposing team might catch their ball — but if they answer quickly, players can hit a single, a double, a triple, or even a home run!



But watch out, this is not just "a walk in the park." The visiting team wants to win the game, too. Whether at bat or in the field, the opposing players are just waiting to score or get the home team O-U-T.

Players can track their team's progress by checking the scoreboard that appears at the end of each inning. They can also view the number of strikes and outs, along with a mini-diamond that shows how many players are on base during the inning.

HOW TO PLAY

When starting, children choose from four options:

Practice: to test their skills at hitting, pitching, or both.

Play a Game: to start playing baseball with their own team.

Continue: to continue a saved game, team, or season.

Options: to determine how a game will sound by turning on or off specific sound effects.

Practice at Spring Training

The game offers four different venues for spring training from the Practice choice on the main menu:

- **T-ball** allows players to practice answering questions at their own speed while batting balls off a tee. This venue also offers younger players the opportunity to practice counting, as players match the number of balls on the screen to the corresponding numeral.

- **Home Run Hitter** is a timed game in which players try to beat their personal best at hitting. At the end of each practice session, a scoreboard appears that shows players how many home runs they've hit; the average distance of the hits; how many answer choices were correct or incorrect.

- **Bullpen** is also a timed game in which players try to beat their personal best at pitching. The scoreboards at the end of these sessions show players how many strikes they've pitched; the average speed of the balls; how many answer choices were correct or incorrect.

- **Quick Game** allows players to play a short game—one, three, or six innings, or one full game.

Play a Game

The Home Team Advantage

Players get to pick their own home-team advantage when they choose Play a Game. Players can choose a team, or create a new team:

Load a Team: to play with a team that they have made previously

Create a Team: to make a completely new team

Quick Team: to have the game generate a random team

HOW TO CREATE A TEAM

When players choose Create a Team, they get to customize their team in a variety of ways:

Design the Uniform: Click on the shirt icon, then touch the arrows with the stylus to pick a color combination. When you have the right look, click OK.

Pick a Mascot: Click the mascot icon to scroll through the mascot options, then select OK.

Name the Team: Click on the team name or the name button, then use the stylus to type in your team name using a virtual keyboard.

Choose the Players: After choosing the uniform, mascot and name, kids click OK to pick their players. They can choose nine teammates for their team, one for each position: the pitcher, the catcher, first baseman, second baseman, third baseman, shortstop, right fielder, center fielder, and left fielder.

Customize the Players: Kids can customize their players by giving them names and by choosing whether they play right-handed or left-handed.

HOW TO SAVE A TEAM

Children are given the option to save the team for later, or play with the team immediately. If they save the team for later use and then create a new team they want to save, the new team overwrites the old one. That is, only one team can be saved at a time.

BATTER UP!

Once the team is ready to go, players can choose what kind of game they want to play from the following:

3 Innings: to choose a short game

6 Innings: to choose a longer game

Full Game: to choose 9 innings, just like the pros

Season: to choose a full season of 6 games

Players who win their season get to play in the championship game!

Continue

This feature gives children the option of continuing a game that they started previously or continuing to play out a season. They can also start a new game.

Options

By choosing "Options," players determine which sounds they want to hear by pressing ON or OFF beside each of the following choices:

- "Questions" allows children to hear as well as see the math problems being asked.
- "Announcers" lets players hear the blow-by-blow commentary of the sportscaster.
- "Crowd" allows players to hear the roar of crowd as the people in the grandstand cheer them on.
- "All sound" lets players hear all of the above.

Once players are satisfied with their choices, they select OK.

Do Math!

Before starting a game or spring practice, players can select the type of questions they'd like to answer—

- Addition
- Subtraction
- Multiplication
- Division
- A mix of all four operations

Addition

HOW IT WORKS

Players are challenged to use their skill at answering math equations to play baseball. First, they are given flash card-like questions to answer in order to initiate play mechanisms, such as batting a ball or pitching a strike. The speed with which the player answers determines the speed and the distance that the ball travels. That is, the faster a batter answers a question, the farther the ball goes, and the more likely it becomes that he or she will hit a home run rather than a single. Similarly, the faster a pitcher answers a question, the faster the ball goes, making it more likely to pitch a strike rather than a run.

WHAT'S BEING TAUGHT?

Counting: In the T-ball feature of the spring practice, early learners are given the opportunity to count to 12 and match the number of objects in a set to the numeral that represents them.

Adding: Addition equations throughout the games offer opportunities for children to complete addition problems in a nonstandard form (5 + 9 = ___); add math facts to the sum of 18; add one- and two-digit numbers without regrouping.

Memorizing basic addition facts: Through repetition, children develop both speed and accuracy in learning their addition facts.

WHY IS THAT IMPORTANT?

Once children have mastered the idea that numbers are symbols that stand for something—2 stands for two cats, two cookies, or two cars—they begin to learn to count sets, or groups of objects, to tell how many there are. Eventually, children learn to add, or put sets of objects together, to tell how many in all. Once young children have grasped the concept of addition, sets of objects can be replaced by numerals and added together in equations. Extensive practice with basic facts helps the child commit those sums to memory.

Subtraction

HOW IT WORKS

Kids can hit, pitch, and field by answering subtraction problems.

WHAT'S BEING TAUGHT?

Subtracting: Subtraction equations throughout the game offer opportunities for children to complete subtraction problems in a nonstandard form (12 - 8 = ___); subtract math facts from 9; subtract a one- from a two-digit number without regrouping.

Memorizing basic subtraction facts: Through repetition, children develop both speed and accuracy in learning their subtraction facts.

WHY IS THAT IMPORTANT?

Once children have learned to count sets and put them together to find out how many in all, they learn to perform the inverse operation. That is, they learn to subtract, or take away objects, to tell how many are left. Once children have grasped the concept of subtraction, sets of objects can be replaced by numerals, with the smaller taken away from the larger number in an equation. Extensive practice with basic facts helps the child commit those differences to memory, while identifying and reinforcing subtraction as the inverse operation of addition.

Multiplication

HOW IT WORKS

Kids can hit, pitch, and field by answering multiplication problems.

WHAT'S BEING TAUGHT?

Multiplying: Equations throughout the game offer opportunities for children to practice the "times tables" up to 12 x 12.

Memorizing basic multiplication facts: Through repetition, children develop both speed and accuracy in learning their multiplication facts.

WHY IS THAT IMPORTANT?

Once children have mastered the concepts of addition and the number line, they begin to practice skip counting by 2s, 5s, and 10s. That is, they are adding 2 + 2 = 4 + 2 = 6 + 2 = 8 + 2 = 10. Skip counting is not only a precursor to multiplying but it also shows the relationship between multiplication and addition. When we multiply, we simply add one more set of that numeral to the preceding set. This concept is made even more concrete as children transcribe the multiplication tables and notice the patterns made by the numerals. As with all number facts, extensive practice helps children commit them to memory.

Division

HOW IT WORKS

Kids can hit, pitch, and field by answering division problems.

WHAT'S BEING TAUGHT?

Dividing: Equations throughout the game offer opportunities for children to practice division problems up to 144.

Memorizing basic division facts: Through repetition, children develop both speed and accuracy in learning their division facts.

WHY IS THAT IMPORTANT?

Once children have mastered that multiplying is adding the same number to itself several times (8 x 8 = 64), they learn to perform the inverse operation. That is, they learn to divide, or separate a number by a second number to determine how many times the second number will go into the first (64 ÷ 8 = 8). Understanding the concepts and applications of the four operations provides a fundamental foundation for all future work in math.

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